

If more than one person is playing, when the player in control misses a question, the computer asks the other player to answer. If that player answers correctly, control of the board CHANGES but NO points are given until the new player selects a question and answers it correctly.

If both players miss a question, a new roll of the die occurs, and play resumes.

A new category may be selected ONLY when control of the board changes, or when all questions in a category are attempted.

Players may always ask for an explanation of the answer to a question. Additional information about a question topic is usually given in the answer explanation!

To change an answer, before pressing RETURN, use the BACKSPACE key to erase your current selection and re-type your new selection.

NOTE: Prior to pressing RETURN, Apple II players can type on top of a selection to change an entry.

Ending the Game

The game ends when all sixty questions (12 questions in 5 categories) are attempted.

OR you may quit at any time by pressing Q on the keyboard (IBM and Apple IIgs only).

NOTE: Apple IIe ends by turning off the computer, or by removing the disk from the drive.

At the end of the game, the Owl Guide will appear on the game board screen. Players' tokens will appear in the squares of questions they answered correctly and their points will be shown—the player with the highest score (and most tokens) wins the game.

A FINAL NOTE

Because there are more than 1,000 questions on the disk and each game has 60 randomly selected questions, you can play many, many Knowledge Quest games and continue to be challenged.

We hope you will enjoy hundreds of hours of play and find out that you DO know much of what every American should know!

Enjoy your quest....



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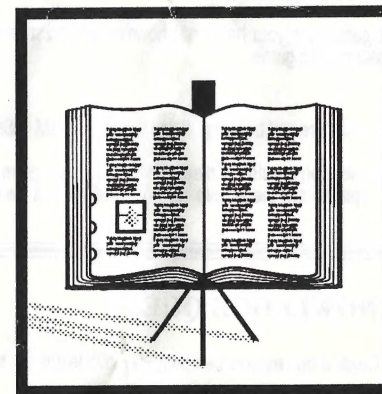
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If you have questions, comments, or suggestions for enhancements, please write to CBE Services, Inc., 245 Highland Avenue, Arlington, MA 02174

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Knowledge Quest®

An Electronic Board Game



User's Guide



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